CHANNEL F

FAIRCHILD VIDEO ENTERTAINMENT SYSTEM

VIDEOCART-16

Dodge It

- 1-Player
- 2-Player

Press Reset, when G? appears:

TO PLAY	PRESS BUTTON
Amateur 1-Player	1
Amateur 2-Player	2
Pro 1-Player	3
Pro 2-Player	4

Note: If a game is not selected within 10 seconds, the Amateur 1-player game is automatically selected.

Hand Controller Action

- Use the right hand controller for 1-player games.
- After game selection, push hand controller right/left to move player right/left.
- Pushing forward/backward moves player up or down.
- Pushing down when "Hit" pattern is being displayed repeats previous set of ball sizes and speeds.

ENCODED PROGRAM © 1978

FAIRCHILD

----------[VIDEOCART 16: DODGE-IT]----------

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INTRODUCTION
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Miss me, miss me. Now you gotta kiss me! Take evasive action as much as possible in a game of "Dodgeball" as you continuously try to dodge the red balls until you get hit.

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DISCLAIMER
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CONTROLS
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Use the cardinal directions to move about. Up, down, left and right.

A G? will appear at the start of the game.

1 - slow/one player
2 - slow/two players
3 - fast/one player
4 - fast/two players

If a choice is not made in 10 seconds, 1 is chosen by default.

PLUNGE DOWN after death - keep same variation as before.

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GAMEPLAY
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-There are 200 variations that are randomly generated varying from the size of the player, playing field, ball speed, and player speed.

-The game starts when a ball is release and the longer you stay alive, then the higher your score will climb.

-After 200 points, a second ball comes into play that you must dodge. When you reach 300, a third ball arrives. In all, you will be dodging up to 9 balls.

-Any time you score 1000, 2000, etc. The balls will return to the center and try to explode in a desperate attempt to destroy you then the cycle starts again.

-You are just playing for points so you can achieve a score of 9999 points and it will restart again.

-Plunge Down after death during the shrinking squares to keep the same type of variation as before.

-In a 2 player game, points are awarded to the player that stays alive after the other player dies.

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CREDITS
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Fairchild for making the game.
GameFAQs for hosting my FAQ as well as my reviews.
The readers for reading the FAQ.
My grandpa, Jageau "Jagged O" Steile Sr. for having the actual Channel F unit.

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CONTACT ME
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My email address is here if you have any questions to ask about this FAQ or give any suggestions.

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[at] = @ and [dot] = .
Don't want any email bots.

Check out me and my sisters Youtube page at
http://www.youtube.com/user/PurrfectTrio

my facebook is facebook.com/icequeenzero

Thank you for reading

-Ice Queen Zero